

ARKANOID "The Revenge of Doh"

The huge alien spacecraft, ZARG, has entered our universe. It is known to contain the dimension controlling force DOH, a being believed to have been destroyed forty thousand years ago in the Arkanoid space wars. Doh has metamorphosed into an even greater adversary and now threatens the very universe. Only your skill and split second timing can now save us! Deploy the new Vaus II spacecraft and may fortune follow you. Adding to the fun and excitement of ARKANOID. With many extra Vaus effects and a secret additional alien, this is the most thrilling reaction game since ARKANOID, with so many improvements you just won't be able to stop playing.

LOADING

CPC 464

Place the re wound cassette in the cassette deck type 'RUN' and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type TAPE then press ENTER key. Then type RUN" and press ENTER key.

(The symbol is obtained by holding shift and pressing the @ key).

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the re wound tape in the cassette recorder and type TAPE then press ENTER key. Then type RUN" and press ENTER key follow the instructions as they appear on screen.

CONTROLS

The game may be controlled by joystick or keyboard.

JOYSTICK

LEFT ← → RIGHT
FIRE — FIRE

KEYBOARD

RIGHT — X or >
LEFT — Z or <
FIRE — SPACE BAR

STATUS AND SCORING

On screen scoring displays current score, hi-score number of lives remaining and the level attained.

Points awarded are between 50 and 100 for destroying a brick depending on the colour. Hitting aliens scores 100 points and collecting a capsule gives you 1000 points. An extra life is awarded at 50,000 points and collecting a 'P' capsule.

HOW TO PLAY

You control the Vaus craft which can be moved from left to right. Using your skills, you must deflect an energy bolt which will gradually break down the walls confronting you. Certain coloured bricks must be hit more than once and others are completely indestructible. Alien life forms descend at random to hinder you but are eliminated on contact with either the Vaus, or the energy bolt.

SPECIAL POWERS

You are aided in your attempts, with energy capsules which are hidden beneath certain bricks. These capsules are released upon the destruction of the brick. Each capsule has a different power, denoted by a letter painted on it's side.

These powers are as follows:

- B** — Breaks through the side wall, giving the Vaus an alternative escape route to the next level.
- C** — Enables you to catch the bolt, move to the desired position and then fire.
- D** — Disrupts the bolt into five separate components, thereby giving you five times the effect.
- E** — Expands the Vaus, giving you more chance to deflect the energy bolt.
- G** — Gives the Vaus a ghost, which trails along behind the Vaus which can deflect the energy bolt.
- L** — Arms your Vaus with a laser, allowing it to shoot through bricks and aliens.
- N** — Breaks the bolt into three separate components, which regenerate when each one is lost.
- P** — Awards you an extra life.
- R** — Reduces your Vaus making it harder to deflect the energy bolt.
- S** — Slows down the speed of the energy bolt making it easier to deflect.
- T** — This causes a twin of the Vaus to appear. These craft are identical and give you twice the effect.

Special Capsule — This bestows a random special power on the Vaus.

HINTS AND TIPS

- ★ The disruption capsule is of great use if your energy bolt is trapped behind a wall.
- ★ The laser is most useful to break down bricks which require a number of hits.
- ★ Using the very edge of your Vaus to deflect the bolt will give you a much sharper angle, most useful for manoeuvring into restrictive places.

GOOD LUCK!

ARKANOID "Revenge of Doh"

Its program code, graphic representation and artwork are the copyright of Imagine Software and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software. All rights reserved worldwide.

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading. IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:

MR. YATES, IMAGINE SOFTWARE, 6 CENTRAL STREET, MANCHESTER M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you, at no charge. Please note that this does not affect your statutory rights.

CREDITS

Programmed by James Higgins.

Graphics by Ivan Horn.

Music and sound effects by Gary Biasillo.

Licensed from © Taito Corp., 1986. Programmed for the Amstrad by Imagine Software.

Export outside Europe prohibited.

Produced by D. C. Ward.

1988 Imagine Software.